My Fluffic Army https://www.the-ninth-age.com/index.php?thread/28657-nevalia-farthest-north-province-of-the-empire-of-sonnstahl-background-for-my-eos/

1615 pts (36.00 %)	1002 pts (22.00 %)	695 pts (15.00 %)	475 pts (11.00 %)	611 pts (14.00 %)	810 pts (18.00 %)
Characters	**Core**	**Special**	**Imperial Armoury**	**Imperial Auxiliaries**	**Sunna's Fury**
(40 Max)	(25 Least)	(0 NoLimit)	(20 Max)	(35 Max)	(30 Max)

Characters

Appius de Alba, Mercenary Captain
Marshal - Standard - Infantry - 20x20mm
265 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	9		**Orders**
Defensive	HP	Def	Res	Arm	
	3	5	4	0	**Plate Armour**
Offensive	Att	Off	Str	Ap	Agi	
Marshal	3	5	4	1	5	**Hand Weapon**

Options	Shield • Battle Standard Bearer
Magic items	Death Warrant (Hand Weapon) • Blacksteel (Plate Armour)

Alicia Roznov, Nevalia Countess
Marshal - Standard - Infantry - 20x20mm
305 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	9		**Orders**
Defensive	HP	Def	Res	Arm	
	3	5	4	0	**Plate Armour**
Offensive	Att	Off	Str	Ap	Agi	
Marshal	3	5	4	1	5	**Hand Weapon**

Options	Great Weapon • General
Magic items	Imperial Seal (Plate Armour) • Talisman of Shielding

Jaelle, Light of Atraxa
Prelate - Large - Construct - 50x100mm
645 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	8		**Blessings, Channel (1, 1)**
Defensive	HP	Def	Res	Arm	
	3	5	4	0	**Heavy Armour**
Offensive	Att	Off	Str	Ap	Agi	
Prelate	2	5	4	1	4	**Divine Attacks, Hand Weapon**

Mount Altar of Battle

Global	Adv	Mar	Dis	Model Rules
	8"	8"	C	**Stubborn, Towering Presence, Swiftstride, Holy Relic**

Defensive	HP	Def	Res	Arm	
	5	C	5	C	**Aegis (4+)**
Offensive	Att	Off	Str	Ap	Agi
Horse	1	3	3	0	3	**Harnessed**
Chassis	-		5	2	-	**Inanimate, Impact Hits (D6, D6)**

Options	Shield • Altar of Battle • Plate Armour (Basalt Infusion)
Magic items	Basalt Infusion (Plate Armour) • Locket of Sunna

RAINA THE DIVINATRICE
Wizard - *Standard - Infantry - 20x20mm*

400 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	7		**Wizard Apprentice**
Defensive	HP	Def	Res	Arm	
	3	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Wizard	1	3	3	0	3	**Hand Weapon**

Options	Cosmology • Wizard Master
Magic items	Magical Heirloom

Core

ROZNOV'S IMPERIAL REGIMENT
Heavy Infantry **x44** - *Standard - Infantry - 20x20mm*

461 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	7		**Scoring, Parent Unit**
Defensive	HP	Def	Res	Arm	
	1	3	3	0	**Light Armour, Shield**
Offensive	Att	Off	Str	Ap	Agi
HeavyInfantry	1	3	3	0	3	

Options	Halberd • Champion • Musician • Standard Bearer • Rending Banner

THE KRAKEN SHIP'S CREW
Heavy Infantry support unit **x20** - *Standard - Infantry - 20x20mm*

185 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	7		**Scoring, Support Unit**
Defensive	HP	Def	Res	Arm	
	1	3	3	0	**Light Armour, Shield**
Offensive	Att	Off	Str	Ap	Agi
Infantry support unit	1	3	3	0	3	

Options	Spear • Musician • Standard Bearer

THE LEVIATHAN SHIP'S CREW
Heavy Infantry support unit **x20** - *Standard - Infantry - 20x20mm*

185 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	7		**Scoring, Support Unit**

Defensive	HP	Def	Res	Arm	
	1	3	3	0	**Light Armour, Shield**

Offensive	Att	Off	Str	Ap	Agi
Infantry support unit	1	3	3	0	3

Options	
	Spear • Musician • Standard Bearer

LIGHT INFANTRY #1
Light Infantry **x12** - *Standard - Infantry - 20x20mm*

171 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	7		**Scoring, Support Unit**

Defensive	HP	Def	Res	Arm	
	1	3	3	0	

Offensive	Att	Off	Str	Ap	Agi
Light Infantry	1	3	3	0	3

Options	
	Musician

Special

LION'S COURT GUARD
Imperial Guard **x35** - *Standard - Infantry - 20x20mm*

695 POINTS

Global	Adv	Mar	Dis		Model Rules
	4"	8"	8		**Scoring, Parent Unit, Bodyguard**

Defensive	HP	Def	Res	Arm	
	1	4	3	0	**Plate Armour**

Offensive	Att	Off	Str	Ap	Agi
Imperial Guard	1	4	4	1	3

Options	
	Champion • Musician • Standard Bearer • Great Weapon • Household Standard

Sunna's Fury

GRUMBAR'S MASTER PIECE
Steam Tank - *Large - Construct - 50x100mm*

475 POINTS

Global	Adv	Mar	Dis		Model Rules
	4D3"	"	7		**Unbreakable, Fear, Towering Presence, Random Movement (4D3, 4D3), Steam Powered, Fearless**

Defensive	HP	Def	Res	Arm	
	7	3	6	6	

Offensive	Att	Off	Str	Ap	Agi	
Chassis			5	2	3	**Breath Attack, Grind Attacks (3D3, 3D3), Steam Cannon (3+, 3+)**
Steam Ram		-	7	4	-	**Inanimate, Impact Hits (2D3, 2D3)**

COAST MESSENGERS
Reiters **x6** - *Standard - Cavalry - 25x50mm*

220 POINTS

Global	Adv	Mar	Dis		Model Rules
	8"	16"	7		**Feigned Flight, Vanguard, Light Troops**

Defensive	HP	Def	Res	Arm	
	1	3	3	1	**Light Armour**

Offensive	Att	Off	Str	Ap	Agi	
Reiter	1	3	3	0	3	**Fire on Impact!**
Horse	1	3	3	0	3	**Harnessed**

Options	Repeater Gun (4+)

Magics

Racial Trait Spell

During Spell Selection, if a Wizard from Empire of Sonnstahl either selects the Hereditary Spell or gains it by any other means, it must instead choose a single Path from the ones available to it other than its own chosen Path.
The Wizard gains the Learned Spell #1 from that Path.

	Casting	Range	Type	Duration
Liberal Magics				
Mf	-			**Remains in play**

Cosmology

Duality: All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

		Casting	Range	Type	Duration	Effect
1	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains **+1** Offensive Skill and **+1** Defensive Skill, and has its weapons' Aim **improved** by 1.
1	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers **-1** Offensive Skill and **-1** Defensive Skill, and has its weapons' Aim **worsened** by 1.

		Casting	Range	Type	Duration	Effect
2	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
2	Truth of Time Chaos	5+	24"	Hex	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
3	Ice and Fire Cosmos	7+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and **Magical Attacks**. Successful **Special Saves** against wounds caused by this spell must be rerolled.
3	Ice and Fire Chaos	7+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks. Successful Armour Saves against wounds caused by this spell must be rerolled.
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains **+1** Strength and **+1** Armour Penetration.
4	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers **-1** Strength and **-1** Armour Penetration.
5	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit **gain Aegis (5+)**.
5	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit **suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks**.
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target **Recovers** 1 Health Point
6	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers **1 hit that wounds automatically** with Armour Penetration 10 and Magical Attacks.

Magic items

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Blacksteel: The wearer gains +1 Armour and **Fear**. If taken by a model on foot, the wearer gains an additional +1 Armour.

Death Warrant: Attacks made with this weapon gain **Battle Focus** and become **Magical Attacks**. If a hit is scored with it against an enemy unit, friendly models with Parent Unit or Support Unit gain **Battle Focus** with attacks allocated towards the same enemy unit in the same phase in subsequent Initiative Steps.

Imperial Seal: The wearer gains +3 Armour and +1 Discipline. The wearer's unit cannot voluntarily declare Flee as a Charge Reaction.

Locket of Sunna: When fighting a Duel, choose a single model part with neither Harnessed nor Inanimate that the bearer is fighting with. The bearer and the chosen model part **must** swap their unmodified Characteristic values of Strength, Armour Penetration, Resilience, Agility, and Attack Value. This is done before applying other modifiers. If the chosen model part does not have a Defensive Profile of its own, use the Multipart Model's Defensive Profile instead.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Talisman of Shielding: The bearer gains Aegis (5+).

Magic banners

Household Standard: If the General is part of the bearer's unit, its Commanding Presence range is increased by 6″.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Blessings: The model part and all model parts in the same unit, except model parts with Harnessed gain Hatred. The model can cast the following three Bound Spells with Power Level (4/8) with Type: Caster's Unit and Augment, and Duration: Lasts One Turn:

-"Ullor's Blessing"
The target gains Aegis (5+) against Melee Attacks

- "Sunna's Blessing"
The target gains Flaming Attacks. All enemy units in base contact with one or more targets of this spell, when the spell is cast, suffer D6 hits with Strength 4, Armour Penetration 1, Flaming Attacks, and Magical Attacks.

- "Volund's Blessing"
The target must reroll failed to-wound rolls with Melee Attacks.

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or

Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Breath Attack:

Channel: During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to the owner's Veil Token Pool. This Universal Rule is cumulative, adding X Veil Tokens of each independent instance of Channel to the model's total Channel value (so e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Feigned Flight: A unit consisting solely of models with Feigned Flight that voluntarily chooses to Flee as a Charge Reaction, and subsequently passes a Rally Test in its next Player Turn, doesn't become Shaken. Furthermore, the Reform that is made after Rallying in this case doesn't prevent the unit from moving nor from shooting (but it still counts as having moved for shooting purposes). This rule cannot be applied if a unit fails to rally on the next friendly Player Turn or involuntarily Flees, such as a result of a failed Panic Test or if it was already Fleeing when being charged.

Fire on Impact!: Attack Attribute - Close Combat.
A charging model part with Fire on Impact! using aPistol, a Brace of Pistols, or a Repeater Pistol always strikes at Initiative Step 10, and has the Strength of its Close Combat Attacks set to 4 and their Armour Penetration set to 2 (regardless of the user's Agility, Strength, and Armour Penetration).

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.
If a model has both Grind Attacks and Impact Hits
, it may only use one of these rules in the same Round of Combat
(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.
If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee
Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.
If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Orders: A Character with Orders may give a single order to a Parent or Support Unit within 8". A General with Orders may instead give a single order to a friendly Parent or Support Unit within the range of its Commanding Presence.
Orders are given at the start of each friendly Player Turn, and their effects last until the end of the next Player Turn. A unit cannot receive the same Order more than once during the same Player turn. Only models of Standard Size are affected.

The available orders are listed below:
- On the Double: The target gains +1 Advance Rate and +4 March Rate.
- Steady Men: The target must roll an additional D6 when taking Discipline Tests and discard the highest D6 rolled. A unit that receives this Order and passes a Rally Test doesn't become Shaken, and the Reform that is made after Rallying doesn't prevent the - unit from moving and/or shooting (but it still counts as having moved for shooting purposes).
- Ready Aim Fire: The target gains Accurate.
- Brace for impact: The target gains Fight in Extra Rank

Parent Unit: A unit is considered a Parent Unit if at least half of its models have this Universal Rule. Parent Units treat all Support Units as Insignificant.

Immediately after a Parent Unit passes a Charge Range roll against a non-fleeing enemy unit in the Charge Phase, before performing the Charge Move, any Support Units within 6" of the Parent Unit may perform a support charge. To do so, the Support Unit Declares a Charge against the same enemy unit. Apply all of the usual rules for charging for this out-of-sequence charge (such as Line of Sight, Front Arc, must roll for Charge Range, max one Wheel, etc.), with the exception that the enemy cannot choose a Charge Reaction other than Hold. For the purpose of Charge Moves, treat this as any other case of Combined Charges. When calculating Combat Scores in the following Melee Phase, combine the Rank Bonus of both the Parent Unit and up to one Support Unit that performed a successful support charge (following all normal restrictions), up to a maximum of +6.

Plate Armour: +3 Armor

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.
In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).
Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.
Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:
Scoring can be lost during the game:
- A unit that is Fleeing loses Scoring for as long as it if Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Steam Cannon: Steam Cannon: Cannon Artillery Weapon.
Range: 36", Shots 1, Str 2[7], AP 0[6], Area Attack (5x1), [Multiple Wounds (D3, Clipped Wings)].

Steam Powered: The model may choose not to move despite having Random Movement, and Pursuit or Overrun Distance are always 0".
Before moving in the Movement Phase, the model may choose to replace its Random Movement (4D3) with Random Movement (5D3) until the end of the Movement Phase. If so, the Steam Cannon cannot be used during this Player Turn.

Support Unit: A unit is considered a Support Unit if at least half of its models have this Universal Rule. Support Units are treated as Insignificant by Parent Units.

Support Units within 6" of at least one Parent Unit gain Fight in Extra Rank and may use Shooting Attacks from the third rank (in addition to the first and second). If the Support Unit has at least one Full Rank, it counts as having the same number of Full Ranks as a Parent Unit within 6" for the purpose of being Steadfast.
During the opponent's Charge Phase, Support Units may perform one of the following actions:
1. Immediately after a Parent Unit within 6" voluntarily chooses a Charge Reaction, the Support Unit may Stand and Shoot as if the enemy had Declared a Charge against them in their current position (apply the normal rules for the Stand and Shoot Charge Reaction).
2. Immediately after all enemy units have completed their Charge Moves, Support Units within 6" of any Parent Unit that was successfully charged in this Phase may counter charge. To do so, choose one enemy unit that successfully charged the Parent Unit and Declare a Charge with the Support Unit. Apply all of the usual rules for charging for this out-of-sequence charge (such as Line of Sight, Front Arc, must roll Charge Range, max one Wheel, etc.). When calculating Combat Scores in the following Melee Phase, combine the Rank Bonus of both the Parent Unit and up to one Support Unit that performed a successful counter charge (following all normal restrictions), up to a maximum of +6.

Towering Presence: The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".

Unbreakable: The model gains Fearless and its unit automatically passes all Break Tests. Characters with Unbreakable can only join units consisting entirely of models with Unbreakable. Units with one or more models with Unbreakable can only be joined by Characters with Unbreakable.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.
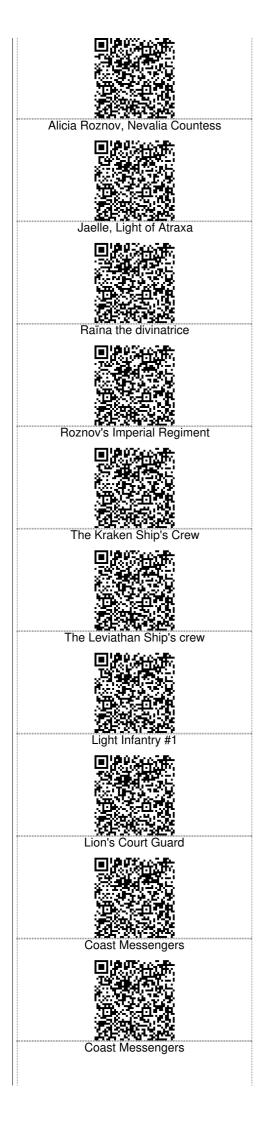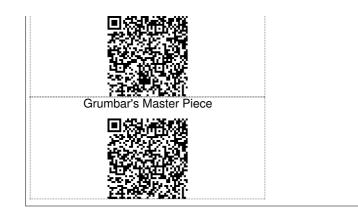
Wizard Apprentice: - Knows 1 spell.
- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
The Wizard selects its spells as described in Spell Selection
.

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Appius de Alba, Mercenary Captain

Alicia Roznov, Nevalia Countess

Jaelle, Light of Atraxa

Raina the divinatrice

Roznov's Imperial Regiment

The Kraken Ship's Crew

The Leviathan Ship's crew

Light Infantry #1

Lion's Court Guard

Coast Messengers

Coast Messengers

Grumbar's Master Piece